

# The foreign King

## Introduction

Incited by the economic and political interests of the bourgeoisie a liberal regime of monarchy was constituted in Belgium in 1830, gaining independence from the United Kingdom of the Netherlands.

The Congress of the new fragile Kingdom called the German Prince Leopold of Saxe Coburg and Saafeld to occupy the Throne: the first Belgian King, Leopold I, took office in the 1831. The new foreign King must solve many problems starting with the industrialization of a rural Country divided by different political and religious groups.

Players take on the roles of influential Belgian bourgeoisie who industrialize Belgian provinces, build metallurgical and textile factories in order to obtain greater economic power, vote in the National Congress seeking to increase their political influence, expand their social mass and send to the provinces under their dominion the highest authority, King Leopold I of Belgium, to revise the provinces in the pursuit of their own interests.

The player with the most victory points (VP) at the end of the game will win the game.

## Contents



1 board and 12 player reference sheets



4 player pawns, 1 of each player color + 1 King pawn white



64 citizens (discs, 10 mm), 16 of each player color  
+ 1 King VP marker (disc, 10 mm, white)



9 Royal Medals tiles



5 Textile and 5 Metallurgical factory tokens (white/gray)



21 coins: 4 gold (5 Francs), 17 silver (1 Franc)

## Setup

1. Place the **game board** in the middle of the table.
2. Place the **King pawn** on the portrait on the game board and the **King VP marker** on the VP track position 30.
3. Each player chooses a **color** and gets the **player pawn** and citizen tokens in this color. Each player places one citizen at the start of the **score track** and, in a 3-4 players game, a citizen on the **turn order track** in random order.
4. Each player keeps his remaining citizens in front of himself. This is his personal supply.
5. The first player in turn order gets **5 Francs**, the second player **6 Francs**, the third **7 Francs**, the fourth **8 Francs**. Place the remaining Francs in a general supply.
6. Place the nine **Royal Medals** near the board.
7. Place 5 of each **metallurgical** and **textile factories** near the board.

## The game

The game is played in turns. Each turn the active player has to choose an available action from the action table on the game board (see image below) by placing his pawn on that action.





Example:

*It's Red turn and he must choose one action among Move a citizen, Score with the King, Queen action or Change turn order. Queen action allows the player to perform any action at the cost of 2 Francs: in this way also busy actions, like Build a Factory, Place a congressman, Receive coins, Place a citizen, are available.*

*After performing an action the player checks whether one of the game end conditions is met. If not, the next player takes his turn.*

At the end of the round, the action table doesn't require any reset: the player pawns remain over the action table and the new round starts so.

## Actions

Considering these restrictions:

- A player can't pass or choose his previously chosen action again.
- The player can't choose any action with a player pawn on it (possible exception with Queen Action, see below).
- The player can't choose an action that he cannot perform
- The player must perform the chosen action.

a Player can choose from the following actions:

### Build a Factory

The player pays 3 Francs to the Bank, takes 1 factory token (metallurgical or textile) and puts it in a province of his choice. If the factory token is not available from the Bank this action cannot be performed. If a province contains 1 or more factory, it is *industrialized*. There's no limit to the number of factories in a province.



When a player builds the first factory of a province he takes a Royal Medal tile from the Bank.

A Royal Medal may be put face down at any moment during the player turn to take a loan of 3 Francs from the Bank.

The player can give back the loan in any moment of his turn, but has to pay 1 more Franc as interest (for a total of 4 Francs).

## Place a citizen

The player places 1 citizen disc from his personal supply in one province of the Kingdom. The player may add additional discs to the chosen province at the cost of 1 Franc for each additional disc. *For example, if a player wants to place 3 citizens, he has to pay 2 Francs.*



## Move a citizen

The player moves one of his citizen from one province of the Kingdom to another adjacent province or from the game board to his personal supply. For each Franc payed the player can move one more citizen or move one citizen by 1 more step.

All citizen discs must move from **the same province**, but they may reach different destinations.



## Place a congressman

The player places 1 citizen, from his personal supply or from a province, in the National Congress.

If a player does the Score with the King action, before scoring the province, the player with the majority in the National Congress may move his discs from the National Congress to the scoring province as extra free action. If he chooses so, he must move ALL his congressmen there.

If the player with the majority in the National Congress doesn't want to move, the player with the second highest number of citizens there may do so. If the second doesn't move, the third may and if the third doesn't move the fourth player is allowed the option to do so.

If two or more players are in tie, follow the current turn order to determine the classification.

In 2-player game, in case of tie the Congress movement is not allowed.





Example:

*The Green player moves the King to Liège province. The Red player has the majority of the Congress, so he has the option to transfer his congressmen from there to the scoring region, but he prefers not to do so. As the Red player didn't move his congressmen, the Blue player, who is the second in majority in Congress, can do it: so he moves his 2 congressmen to Liège and gains the majority in the province scoring 3 points as there is a Textile factory.*

## Score with the King

The player moves the King pawn to an adjacent province. The player may move the King further by paying one Franc for the first extra province traversed, another Franc for the second and so on. The King cannot move back in the same province in the same moving turn.



Every time the King moves, the King VP marker on the VP track is moved by the same number of step +1 from 30 to 0. Note: When the King is on his portrait, the player who chooses this action can choose any province to place the King in. In that case move the King VP markers only by 1 step.

When the King movement ends, if the final destination province contains at least 1 citizen (of any color) **the province is scored**. The player, who has the majority of citizen discs in this province, gain:

- For any active metallurgical factories, 6 VP. Then the factory tokens used are placed on a side (inactivated).
- For any active textile factory, 3 VP. Then the factory tokens used are placed on a side (inactivated).
- If there is not an active factory, 1 victory point for each his 3 citizens in this province.

If no one has the majority, the player who moved the King can choose to inactivate a factory there.



Examples:

*Scoring Liège: Blue is the only player present in Liège, with 4 citizens. There is a textile factory so Blue gains 3 VP. Then the factory is deactivated.*

*Scoring Namur: Green has 3 citizens and Red 2: Green has the majority. There are a metallurgical and a textile factory, so Green gains 9 VP (6+3). Both the metallurgical and the textile factory are then deactivated.*

*Scoring Luxembourg: Red has the majority in Luxembourg, with 6 citizens: he gains 2 VP because the province is not industrialized (1VP x 3 citizens).*

## Queen (4 players)

This action is available only in a 4 player game. The player pays 2 Francs and may do any action, even if already used.

If the player does the “Change the turn order” action when another player already put his pawn there, at the end of the current round the first player moves his turn marker on Turn order track and then the Queen player does the same.



## Receive coins

The player receives 3 Francs from the Bank plus 1 Franc for each Textile factory he controls, even if deactivated. A player controls a factory when the factory is placed in a province where he has the majority of citizen tokens.



## Change turn order (3-4 players)

This action is available only in 3 or 4 player games. The player puts his pawn on his disc on turn order track and gets 1 Franc. At the end of the current round, the player may change the position of his token as he wishes, shifting other player's discs to the right, so the new round will start with the new order.



## *End of the game*

The game ends when the King VP marker meets the VP marker of the player with the second highest score, or, when all factories available in the game have been deactivated. The current player finishes his turn and may repay any loans he has left.

At the end of the game players score VP :

- For each Loan not restored: -6
- The player controlling most provinces: +9\*. On this total, industrialized provinces counts 1 more for each factory (either deactivated or not).
- The player with most Royal Medals (not matter if they are face up or down): +9\*.
- The player with the majority in the National Congress: +3\*.
- The player with most Francs: +3\*.

\* In case of a tie between two or more players the VP are divided from the tying players, rounded down.

**The player with most VP wins the game.** In case of a tie, the tied player with most Royal Medals wins the game. If the tie persists the tied players share the victory.

## *2-player game: virtual player*

During a 2-player game when a player gains some VP, the opponent player must place or move on the board some citizen discs of a neutral (not already used) color. In this way a 3rd (virtual) player joins the game.

Every time some VP are earned, this procedure is repeated by the player who did not score points.

When all citizen discs of the 3rd player has been put in the map, players can only move them.

The player moving the virtual player must add 1 citizen to the map or move 1 citizen already on the map by 1 movement step for each VP scored by his opponent -1. With 1 VP scored this action is not performed (1 VP-1=0). Citizens may be placed as the player wishes – either placing in different provinces and/or moving citizens multiple times.

*For example, if Blue player scores 3 VP, the opponent Black puts 2 green citizen discs or moves 2 green citizens on the map, or puts 1 new green citizen and moves 1 green citizen from a province to an adjacent province on the map.*

This virtual player must be considered normally during the game, but do not make any action.

At the end of the game the virtual player will take VP as other real players and scores:

- If is the player with more provinces: +9 x2 (if there is a tie and VP are divided among more players he gain his own amount x2)
- For each province where he has the majority: +1
- For each industrialized province with majority: +3

If the game ends by inactivating the last factory available on the game and making some VP, the opponent player still can put/move the virtual player before the game ends.

## *Variants*

**Game extended:** on Setup place the PV King marker on VP track position 40.

**3-players game option:** Use the “Queen” action instead of “Change your turn to play” action.

**Factory appearance:** When performing the “Build a factory” action, place factories on the side. When you use the Score with King action, flip them in upright position to show they are inactivated.

## *Credits*

**Designer:** Javier Garcia

**Development:** Michele Quondam

**Illustrations:** Marina Fischetti, Miguel Coimbra

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